

Year 13 A Level Design & Technology - Product Design

Learning Programme 1

The LORIC skill focus for his LP is: LEADERSHIP The Moral Virtues focus for this LP are: COURAGE and HUMILITY. Courage - Acting with bravery and overcoming fears. I will show courage by answering a question in class even when I'm not 100% sure of the answer. Humility - Having a modest view of oneself. I will show humility by admitting mistakes and asking for help when needed.			Literacy Non-Negotiables: • Capital letters must be used at the start of sentences and for the first letter of proper nouns • Full stops must be used at the end of a sentence • Question marks must be used at the end of a question • Apostrophes should only be used for possession or omission • Days of the week and months must be spelled correctly • Key words must be spelled correctly • Vocabulary to be taught using the Frayer model	
What will I be learning about in this Learning Programme? How designers identify requirements before designing and modelling prototypes. How designers use different approaches for design development and project management. The implications of wider issues on the designing, development and manufacture of products.				
Where have I seen this learning before? You will have considered the wider and environmental issues that can affect product design during your GCSE in Design & Technology. During Year 12 you will have used primary user and stakeholder design requirements as well as technical research to inform the design process of prototypes.				
What could I use it for? You will apply your knowledge in the A Level D&T examination and will utilise your design skills & understanding in the A Level NEA, the Iterative Design Project.				
In LP1.1, I will know: how the OCR Design & Technology A Level course is structured in Year 13; how to review, plan and finalise the 'Explore strand' of my NEA iterative design project.		01/09/26 - (WK 1)	Key Vocabulary Market research	Homework Finalise research for my NEA project.
In LP1.2, I will know: how to write a non-technical specification based on the requirements of my key stakeholders; how to present 10 initial design ideas using a range of graphical communication skills, avoiding design fixation; how design solutions are communicated to a third party (4.1a).		07/09/26 - (WK 2)	Key Vocabulary Design fixation	Homework Technical specification.
In LP1.3, I will know: how to label and annotate my ideas to include function, usability, materials, processes and environmental impact; how design constructions are communicated to inform third parties such as manufacturers (4.1b). Extended Task.		14/09/26 - (WK 1)	Key Vocabulary Working drawings	Homework Graphical communication tasks.
In LP1.4, I will know: how industry professionals use digital tools to collaborate (4.2a); how digital design software is used during design development (4.2b).		21/09/26 - (WK 2)	Key Vocabulary Simulation	Homework Computer aided engineering.
In LP1.5, I will know: how to plan the layout of a physical prototype for my first selected idea; how different strategies are used to approach designing e.g. iterative/ UCD/ Circular economy/ systems thinking (4.3a).		28/09/26 - (WK 1)	Key Vocabulary Systems thinking	Homework Design thinking approaches.
In LP1.6, I will know: how designers collaborate to gain specialist knowledge (4.3b); how design teams use different approaches in project management (4.3c). Extended Task.		05/10/26 - (WK 2)	Key Vocabulary Sigma Six	Homework Approaches to project management.
In LP1.7, I will know: how to present design developments on my NEA so that they are iterative and chronological.		12/10/26 - (WK 1)	Key Vocabulary Iterative	Homework Gain primary user feedback on all ten ideas.
Resources to support learning: The following websites contain extensive revision material and information to increase design & technology subject knowledge: www.technologystudent.com ; www.mr-dt.com ; www.bbc.co.uk/bitesize . Product design maker YouTube tutorials www.productdesignermaker.com ; Jude Pullen's Lockdown Lectures from Bangor University - YouTube.				
FFET Award Challenge for this Learning Programme: Assist in a DT practical lesson to support others in a KS3 year group.				

